

APRIL/MAY 2024

**23UIM21 — OBJECT ORIENTED
PROGRAMMING CONCEPTS USING C++**

Time : Three hours

Maximum : 75 marks



SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Summarize the term OOPS.
2. Define inline function.
3. How to declare object in C++?
4. Define destructor.
5. When should you use type conversion?
6. Define abstract class.
7. When should you use pointer?
8. Define polymorphism.
9. How to define binary file?
10. Summarize the term string attributes.

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Write and explain the various types of loops statements in C++.
- Or
- (b) Write notes on function Overloading.
12. (a) Develop an activity to implement friend function.
- Or
- (b) Explain the types of constructor.
13. (a) Compare unary and binary operators.
- Or
- (b) Explain the virtual base class.
14. (a) Elucidate the role of pointers.
- Or
- (b) Examine the various memory models.
15. (a) Write the steps for File Stream Classes.
- Or
- (b) Explain in brief on sequential read/write operations.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Write and explain the types of control structures.
17. Formulate the steps for classes and objects.
18. Compare and contrast the types of inheritance.
19. Write notes on :
- (a) Polymorphism
- (b) Virtual functions
20. Discuss briefly about the various types of templates.
-